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# Rise of the Dragon™



Rated by V.R.C.™

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# Rise of the Dragon™

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**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.** A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

**Warning to owners of projection televisions:** still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



## Starting Up: How to Use Your Sega CD

1. Set up your Sega CD system by following the instructions in your Sega CD System Instruction Manual. Plug in Control Pad 1.
2. Turn the system ON. The Sega CD animated display will appear. If nothing appears on screen, turn the system OFF and make sure it is set up correctly.
3. Press Button C on the Genesis Control Pad, and the on-screen Control Panel will appear. Use the D-Button to select EJECT and press Button C to open the CD tray.
4. Place the *Rise of the Dragon* disc in the well of the CD tray and press Button C. The CD tray will close and the words CD-ROM will appear on the Control Panel.
5. Use the D-Button to move the cursor onto CD-ROM and press Button C. The opening screens of the game will appear.
6. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.



## Are You Ready to be a Hero?

The year is 2053, and the city of Los Angeles has plunged headlong into the Age of Decay. It is a crowded, filthy, dismal place, where crime, disease, and drug abuse run rampant in the streets. It is the perfect setting for true evil to arise... an evil that has been waiting for centuries to restore chaos to the world and regain its rule.

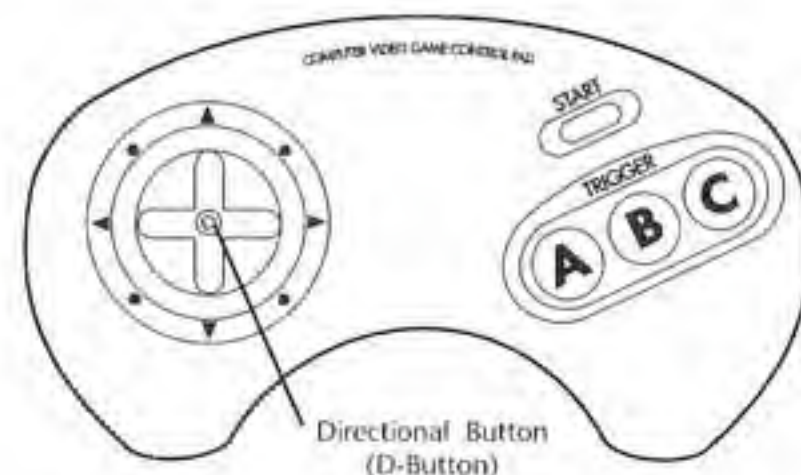
Some time after midnight, in the middle of a seedy pleasure district, the air is shattered by a horrible scream. A couple of partygoers happen upon the corpse of what used to be an attractive young woman. Her body is twisted in agony and shriveled into something inhuman and monstrous.





The body is identified as Chandra Vincenzi, daughter of the Mayor of Los Angeles. Chandra was known to go a little wild, but this time, she found more trouble than she could handle. And she wasn't the only one: the twisted corpses of drug addicts and thrill seekers have been turning up all over the city. To make matters worse, this is an election year, and the last thing Mayor Vincenzi needs is negative publicity. He wants someone to find out who was responsible for his daughter's death. He needs someone who works outside of the civil service. Someone with talent and a total disregard for standard legal procedures. And especially, someone he can keep quiet.

That's where you come in. You're William "Blade" Hunter, burned-out ex-cop turned private investigator, and possibly the unwitting hero of an ancient Chinese prophecy. For you, the next four days could mean the unveiling of the strangest, most dangerous mystery to ever take place in the city of Los Angeles. It could mean the fulfillment of the ancient prophecy: the Rise—or the Fall—of the Dragon!



## Take Control!

### Directional Button (D-Button)

- Moves the cursor around the screens.
- Makes choices in menu and dialogue screens.

### Start Button

- Starts the game.
- Pauses the game. Press again to resume play.

### Button A

- INVENTORY. Sends you to the Inventory Screen. Press again to return to the game screen.

### Button B

- LOOK. Gives you information about the place or object that the cursor is resting over. Pressing Button B when you see an EXIT icon might also tell you where the exit leads.
- Cancels Save and Load options (see page 11).

### Button C

- ACTION. Allows you to pick up and drop objects, turn things on and off, or carry on conversations with people.
- Allows you to skip past some dialogue screens.

**Note:** For information on the use of the control pad during Arcade screens, see pages 15-16.



## Getting Started

The *Rise of the Dragon* title logo appears first, followed by game credits and the Title screen. If you do not want to wait for the credits to finish, press the START Button at any time to bring up the Title screen.



Here you will have two choices: start the game at the beginning, or continue a game you have previously saved. Make your selection by pressing the D-Button left or right, then press the START Button. If you select START, you will see a brief introduction to the story,

followed by the first game screen (Blade's apartment). Good luck!

If you select CONTINUE, the next screen you see will be a list of games you have saved. Each game "file" is listed according to the game date and time that you last saved. Select the game time you wish to begin playing by pressing the D-Button up or down, then press Button C.

If you are using an external RAM cartridge, move the cursor over the title, "Internal Backup RAM" and press Button C. The title will change to "External RAM Cartridge," and you will be able to select games saved on the cartridge.



Next, you will see a screen confirming your choice. Select "Yes" or "No" with the D-Button, then press Button C to begin play.



## The Goal of the Game

*Rise of the Dragon: A Blade Hunter Mystery* is an interactive action game in which you will pick up clues, figure out mechanical devices, and negotiate with various characters (each of whom have individual pasts, personalities, and long memories) in order to solve a mystery within a limited amount of time. You will enter the world of Blade Hunter, seeing and experiencing almost everything from a "Blade's-eye" view. Time passes in Blade's world: offices close at night, long-distance traveling takes extra time, and Blade will get tired and need sleep after long hours of looking for trouble. In addition, the game will occasionally cut away to "Meanwhile" sequences which will let you know some extra information that Blade doesn't. And when the time comes to stop talking and start shooting, you and Blade will be ready!

Watch the introduction carefully to learn of the circumstances that you will be dealing with in the future. You will then begin the game in Blade's apartment. Use Button B to ask plenty of questions—there is a lot that your game alter ego can tell you.





Item Space

Inventory Icon

## Screen Signals

### Cursor

Each screen has hidden clues and functions. The cursor helps you move through each screen and seek out these clues. Each time you come across some new information or action, the cursor changes...most of the time.

### Item Space

If you receive an item from someone, accidentally drop an item, or an item does not work, the item will appear in this spot on the screen. You can leave an item in the Item Space on a particular screen, but there is no guarantee the item will still be there when you return—this is 21st century Los Angeles, after all.

### Timer

This shows you the current game time and date.

### Inventory Icon

If you want to put an item in Inventory, place it over this icon and press Button C. The item automatically goes into your Inventory.

## Cursor Signals

Use the D-Button to move the cursor around the screen. The cursor will change as it encounters certain objects or responds to commands.



### Normal Cursor

Use this to point at various things in your game and inventory screens, then press Button B or C to get information or make choices.



### Downward Arrow

Indicates there is some action you can take. Press Button B to get more information (if available) or Button C to take that action.



### EXIT Icon

Shows the way out of a particular screen. Press Button B to find out where the exit leads, or press Button C to leave a particular game screen. If you are approaching an elevator, a pointer will appear on the EXIT icon to allow you to choose the direction you want to go.



### Word Balloon

Either Blade has something to say to you about a certain object, or the person under the icon has something to say. Press Button C to start the conversation.



### Magnifying Glass

Press Button C to get a closer look at the area around this icon.



### Target Sight

If Blade has a weapon in his hand (such as a rifle or an aerosol spray can), one of these cursors will appear. Place the Target Sight over the person or object you want to shoot, and press Button C to fire.



### Watch

Indicates that the game is busy loading new data or carrying out a command. You cannot get any information or pick up items while this icon is present, so just "watch" and wait.





## The Inventory Screen

The Inventory Screen shows you everything Blade is carrying with him. It also provides a way to control certain aspects of the game. **Note:** Game time continues to pass while you are using the Inventory Screen.

### Item Window

Shows the items Blade has collected and is carrying. For details about an item, place the cursor over the item and press Button B. Press Button B again to return to the Inventory Screen.

### Item Window Scrolling

Place the cursor on one of the arrows and press Button C to scroll the Item Window up or down.

### Status Window

Shows how Blade is doing at the moment, his state of dress, and whether he is using a weapon or item.

### Timer

This shows you the current game time and date.

### Timer Advance

Select this icon with the D-Button, then press Button C to move the game time forward. Use the double arrow (>>) to skip forward in one-hour increments. Use the single arrow (>) to skip forward in minutes.

## Saving/ Selecting a Game

### Save

When you want to save your progress on a game, use the D-Button to select "Save" and press Button C. You will then see a window with three "files." If you have already saved part of a game, the file lists that game's date and time. A file marked "Not Existing" means that you have an empty file to store your game in. If a file is marked "Not Available," it means you do not have enough memory left in the computer to save a game on that file. (For more information on storing games in computer memory, refer to your Sega CD system manual.) You can also save a new file over an existing file, but you will lose the existing file.



Use the D-Button to select the file where you want to save your game, then press Button C. You will see another screen confirming your choice. If everything is in order, select "Yes" and press Button C again. If you change your mind, select "No," press Button C, then press Button B to cancel the Save feature.



### Load

Allows you to begin play on another game you have saved. (This is a good escape when death seems imminent.) Use the D-Button to select "Load" and press Button C. You will then see a window with files showing the games you have saved so far. Use the D-Button to select the file of the game you want to play, then press Button C. You will see another screen confirming your choice; if everything is in order, select "Yes" and press Button C again. If you change your mind, select "No" and press Button C, then press Button B to cancel the Load feature.

**Note:** If you are using an external RAM cartridge, move the cursor over the title "Internal Backup RAM" and press Button C. The title will change to "External RAM Cartridge," and you will be able to save games, or select games saved, on the cartridge.



## Picking Up and Using Items



To pick up an item, move the cursor over it and press Button C. If you can use the item, it will change appearance slightly, and you can move it around. Use the D-Button to move the item over to the Inventory Icon, and press Button C to drop the item in Inventory. Or, press Button A to open the Inventory Screen, place the item in the Item window, then press Button C. The item is now in Inventory.



To use a weapon or item of clothing, press Button A to open the Inventory Screen. Select the item you want Blade to wear or use, and press Button C. Use the D-Button to move the item over where Blade is standing in the Status Window, and press Button C again. If the item is clothing, Blade will put it on. If the item is a weapon, you will see Blade holding the weapon. If you return to the game screen while Blade is holding a weapon, the cursor will change to the Target Sight.

**Note:** You cannot fire weapons in certain screens, and as long as you are holding a weapon, you cannot pick up information or talk to people.

To use most items, select the item from the Inventory Screen, and press Button A to return to the game screen. Place the item over the area where you wish to use it, and press Button C. If the item suddenly pops to the Item Space in the lower left corner of the screen, it either cannot be used or it might have been in the wrong position. Try again.



Facsimile  
input/output

On/Off Switch

Remote Control

## The Vidphone

You will find Blade's vidphone at his workstation by the window. It is a rickety, but still serviceable, antique and you will be using it often. To work the controls, place the cursor over each control and press Button C. If you need more information about the vidphone, place the cursor over the area in question and press Button B.

### "Repairs"

With the proper tools, it is possible to tap someone else's vidphone and monitor calls made on it within the relative safety of your own home. All you need is a wire tester kit and a good sense of timing. Connect the positive lead to the battery terminal and the negative lead to the ground. The yellow lead handles the hot wire. Once you connect all three wires correctly, a green light will show on the tester. If a red flashing light appears, remove the lead immediately, or your situation will become very, very bad....





## Going Places

There might be other modes of transportation available, but the Los Angeles Metropolitan Subway (or "Em-Way") is the cheapest and most efficient way to get around. At any Em-Way station, go to the destination map on the far wall by placing the cursor over it and pressing Button C. From there, place the cursor over the name of your destination. Press Button B for an estimate of travel time, or press Button C to get moving.

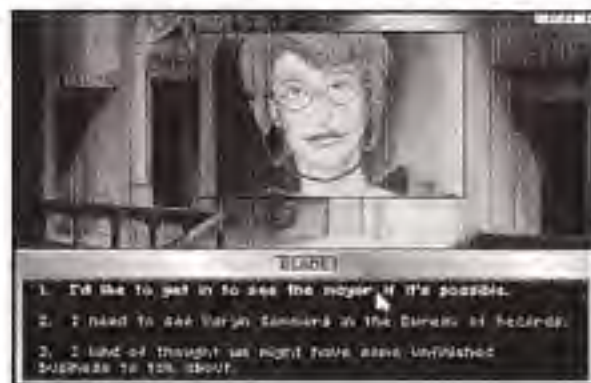


## Dealing with People

Move your cursor over any person you see. If the cursor changes to a word balloon icon, that person may have something to say to you. Press Button B for information about him or her. To start a conversation, press Button C.

You might be asked a question or told something that requires a response. A box will appear with a number of different responses. Press the D-Button up or down until the response you want to use is highlighted, then press Button C. If you think you missed something during the conversation and want to hear it again, you can press Button B at this time. The conversation will be repeated for you. You cannot repeat a conversation after you have selected a response.

If you need to give something to a person, go to the Inventory Screen and select the item you want to use. Press Button A to go back to the Game Screen, place the item over the person you want to give it to, and press Button C. The item will vanish. If someone gives you an item, it will appear in the Item Space in the lower left corner of the screen.



## The Arcade Screens

### Arcade Type 1

In this side-scrolling action screen, Blade must blast his way past enemy guards while maneuvering around deadly traps. Familiarize yourself with the Arcade functions of the Control Pad, and move very carefully.

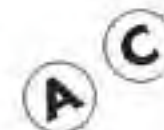
### Arcade Type 1: Controls

Start Button

Pause the game/resume play.

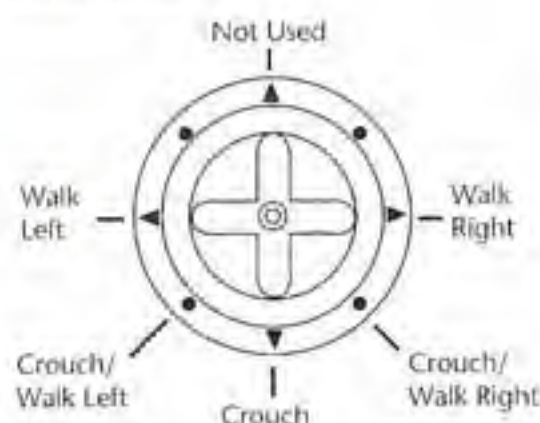


**Buttons A and C**  
jump.



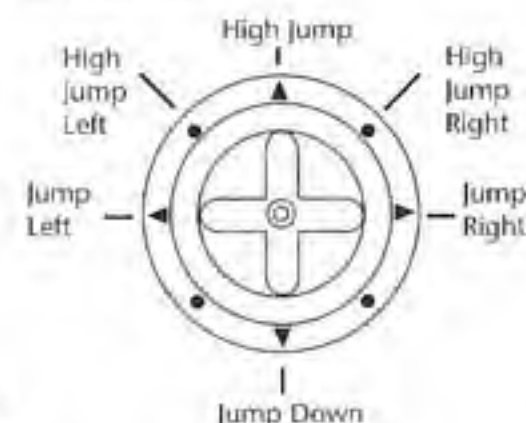
### D-Button

### Ground Movements



### D-Button

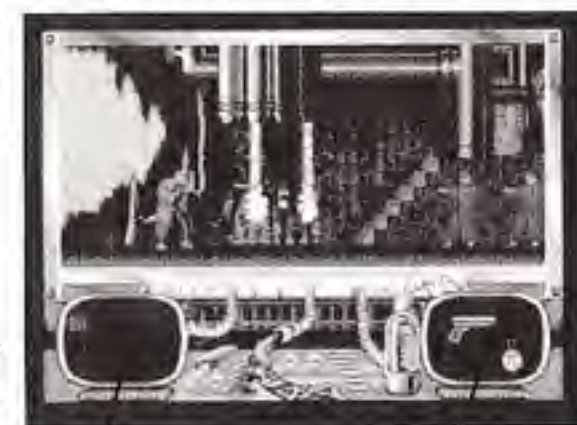
(jump directions,



### Arcade Type 1: Screen Signals

**Blade's Life Gauge:** This diminishes every time Blade takes a bullet or suffers minor damage. When the gauge runs out, Blade dies.

**Equipment Window:** Shows the items available for Blade to use during the Arcade. The game automatically selects the best weapons for the job. Blade has an unlimited supply of bullets.



Blade's Life Gauge

### Equipment Window

Should Blade fall in this arcade, a message will appear: "REPLAY ARCADE?" If you wish to try again, use the D-Button to select "Yes," and press Button C. If you select "No," the game ends.



## Arcade Type 2

You find yourself in the middle of a showdown with guards armed with high-powered rifles. The controls are the same as during the interactive game screens: use the D-Button to move the Target Sight around and press Button C to fire. Button A brings up the Inventory Screen so you can choose your weapon for the battle. Blade must have a weapon in his hand to survive this arcade. A bulletproof vest is handy as well, if you can find one.

### Arcade Type 2: Screen Signals



Damage

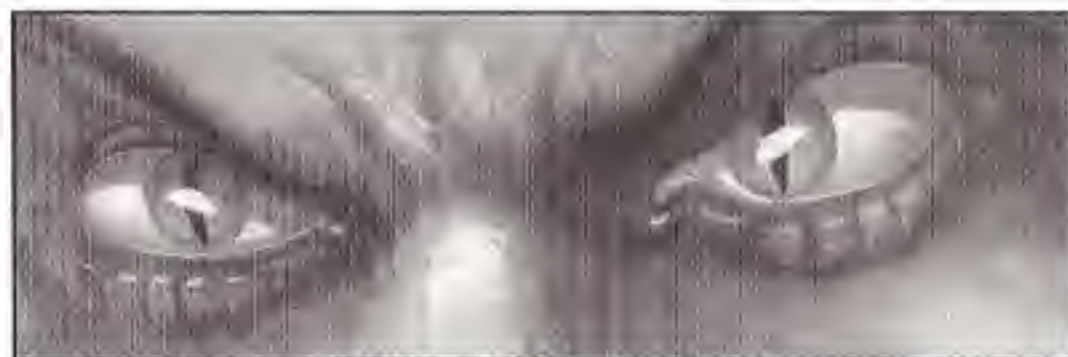
Target Sight

**Target Sight:** Use this cursor to sight on your enemies, and press Button C to fire.

**Damage:** Each time you take a hit, a bullet hole appears on the left side of the screen. If you take 10 hits, you're done for!

## The End

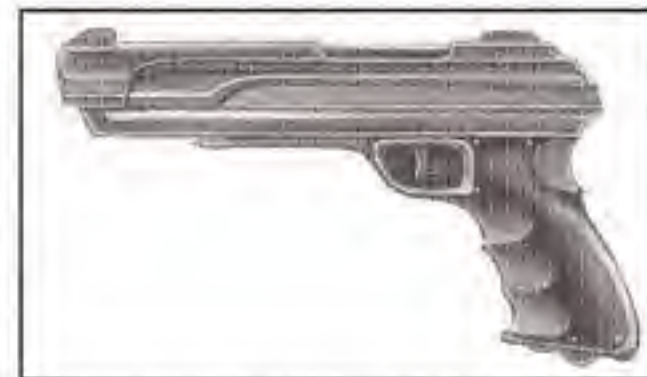
Did Blade get killed during one of his misadventures? Take heart, think over your strategies, and try again. Or perhaps you have "won" the game. There is more than one way to resolve *Rise of the Dragon*, depending on the choices that you make. There is no one right answer. You might want to go back and experiment with various responses to try a different resolution or simply to find out what happens.



## Tools of the Trade

### Handgun

This police-issue With & Smesson pulse particle-beam handgun is not as powerful as some of the newer weapons available, but its reliability and capacity for over 1,000 rounds makes it a valuable weapon to have.



### Personal Explosive Device

This small device, which contains flaked TNT in a polymer base, makes it easy to open stubborn doors and locks. Just stick the adhesive backing to the object you want to blow up, and stand back. Unfortunately, the noise it generates tends to alert everyone in the area to what you are doing.



### Wire Tester

A device useful for tapping vidphone lines. Remember that the positive (+) lead goes to the red wire, the negative (-) lead goes to the blue wire, and the terminal connection (>) goes to the tapped line. It is highly recommended that you carefully inspect the layout of the system before attempting to tap the line, as the manufacturer of this wire tester offers no guarantee against electric shock.



### I.D. Card

Acts as door key, personal and medical record, and credit card. Don't leave home without it.



### NaPent

Commonly referred to as "Joy Juice," NaPent is an aerosol personal protection device designed to temporarily disable an attacker without causing physical damage. There are usually three charges per can.

### Bulletproof Vest

This personal flak vest helps decrease the likelihood of lead poisoning during your adventures, but is no good against fire or toxic gas.





## Helpful Hints

- The cursor will not always indicate when there is something you can move around or inquire about. Move the cursor around and "search" the area with Buttons B and C to pick up extra clues.
- Before you come across something that might kill you, or the moment you get through a difficult conversation or puzzle, save your game. Save frequently. Use all of your files. This makes it easier to go back to the point just before you encountered the problem and try again.
- Pay close attention to the "Meanwhile" screens and any diagrams you see for clues. Take notes to help you keep track.
- Talk to everyone you come across. Even if you have already talked to a person, he or she might have more information for you later. Check your vidphone for messages as well.
- Use common sense and tact in dealing with people. Trading insults is not a great way to get someone to provide information or see things your way. When all else fails, lie shamelessly.
- Bribing people with rare items (like black market candy) is also effective. Just be sure they have something to offer in return.
- Avoid direct confrontations with groups of big, burly men wielding automatic weapons, and try not to charge heedlessly into dangerous situations. Although it looks great, it is a good way to wind up dead.
- There might be a way to shut off the flame throwers in the Arcade screens. Look carefully.
- You can press Button C during a conversation to skip past it (though this is not recommended).
- All private investigators need their rest, and when you get tired, it is best to return home for the night. The streets of 21st Century Los Angeles are not a safe place to walk during the day, let alone at night!

## Still Getting Stuck?

### Here are five ways to get more game hints

1. Call our 900 hint line. (If you are under the age of 18, you must get your parent's permission first.) It costs 75 cents a minute. The number is:  
**1-900-370-5583**
2. Pick up one of our **hint books**—a complete reference to our games including hints, maps, and character profiles—for just \$9.95. Order direct at 1-800-757-7707 or stop by your local retailer.
3. Mail your hint questions to our hint department. Our address is:  
**Sierra Hint Dept.  
P.O. Box 200  
Coarsegold, CA 93614**
4. Fax your hint questions to **1-209-683-3633**. We normally answer our hint questions within 48 hours. Please include your fax number, name and address.
5. If you have a computer with a modem, call our BBS at **1-209-683-4463**.







## Handling Your CD

- The Sega CD is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

### **CD Replacement Policy**

If the CD supplied with this product fails within 90 days of purchase for any reason other than accident or misuse, you can get a free replacement. Simply return the defective CD, your original dated sales receipt, and a note stating your system type. After 90 days, you must also include a \$10.00 (£6.00) replacement charge. Send to:

**U.S.**  
Sierra On-Line, Inc.  
Fulfillment  
P.O. Box 485  
Coarsegold, CA 93614  
Attention: RETURNS

**Europe (U.K.)**  
Sierra On-Line Limited  
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Unit 2, Technology Centre  
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Theale, Berkshire RG7 4AA  
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